
Title: Serpent Pillar Guide

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Introduction

The origin of the mysterious structures at sea called the Serpent Pillars is unknown. It is suspected, though, that one of Lord British's cadre of mages who came and went over the years created them much in the same way that moongates were opened between cities and facets. Several of the old king's High Archmages were known to be experts in teleportation and other ways of transportation. In either case, around the time of the discovery of the Lost Lands, the Serpent Pillars appeared. At first they only allowed travel from the seas of the Lost Lands to the seas of Britannia. Later, though, they functioned as two-way portals for ships and crews travelling between the two seaways.

They functioned without incident for many years, until around the time Lord Blackthorn was causing so much trouble. It is suspected that the foul magics of Blackthorn and his dark allies somehow caused the Serpent Pillars to cease functioning, but there is of course no way to confirm this. After some time, I lead an expedition to test my own magics on the broken Serpent Pillars, and was eventually

successful in getting them restored.

The Serpent Pillars once again allow ships to travel between the Great Sea of Britannia and the Lost Lands, on both the Felucca and Trammel facets. There exist two sets of pillars in each of these facets, an east sea set and a west sea set. The following pages detail their coordinates and how to use them.

The Magic Words

The Serpent Pillars are activated by uttering a magic word in their presence. Sail to the pillar and say the word to travel to the other side.

If one's ship is on the seas of Britannia, say "Doracron" to pass.

If one's ship is in the Lost Lands, say "Sueacron" to pass.

Locations:

Britannia East Sea Pillar

111o 37' S by

116o 26' E

East of Trinsic, West of Ocllo/Haven, South of Bucaneer's Den and north of Serpent's Hold.

Britannia West Sea Pillar

145o 22' S by

63o 46' W

Northwest of Jhelom, South of Skara Brae

Lost Lands East Sea Pillar

36o 7' N by

2o 15' E

In the Sea of Harmony, north of Terra Sanctum and Papua

Lost Lands West Sea Pillar

31o 33' N by
47o 6' W
In the J'Fer Sok,
northeast of Cyclops
Valley and north of the
Ro Delta

Notes

Using the Serpent Pillars
deposits one's ship in a
random spot near the
corresponding pillar on the
other side. So, if one
uses the Britannia East
Sea Pillar one ends up
near the Lost Lands East
Sea Pillar in the Sea of
Harmony.

One has to be very close
to the pillar to activate
it.

If you time it right, you
can be in motion and say
the word, and emerge on
the other side still in
motion.

The Serpent Pillars in
the Felucca facet provide
a great way to escape
pirates, or for pirates to
escape the Royal Fleet
(what's left of it). If the
pursuing ship follows one
through the pillars,
chances are they will
emerge in a different
location on the other
side, out of sight of the
ship being chased.

Conclusion

The Serpent Pillars have
been a great service for
fishers, pirates, miners,
and merchants over the
years. Use them wisely in
your travels.

Adm. Ruffie Windjammer